

Fig. 1

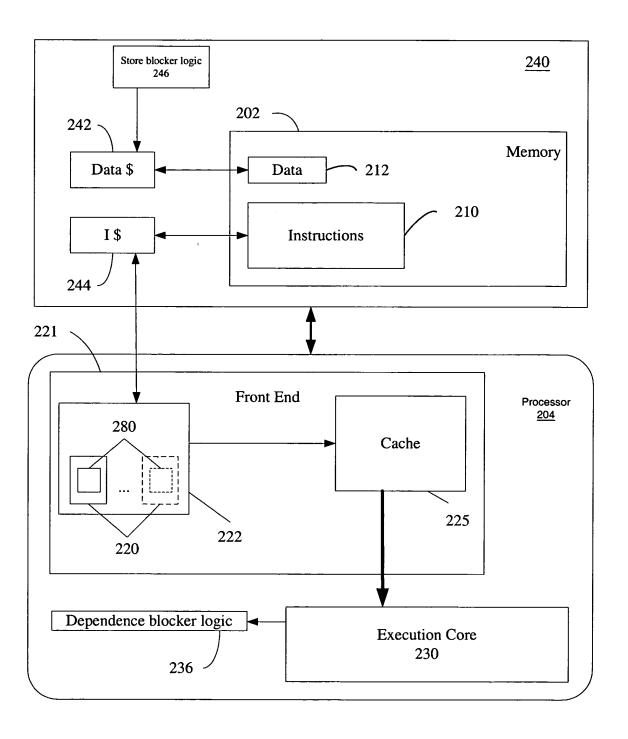


Fig. 2

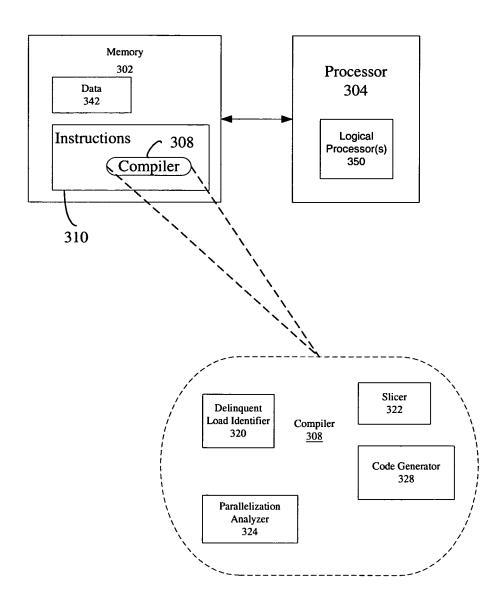


Fig. 3

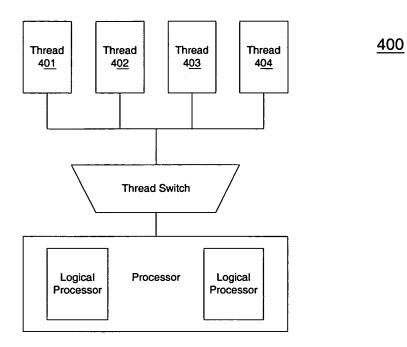


Fig. 4A (Prior Art)

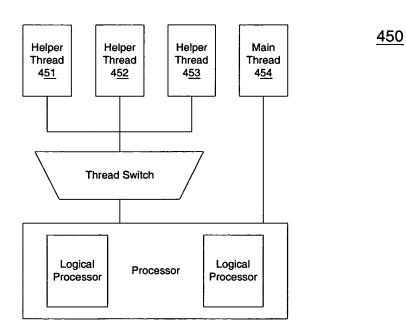
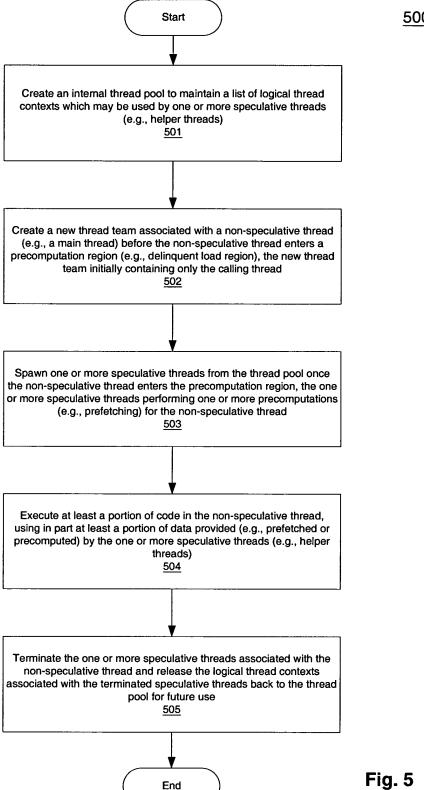


Fig. 4B





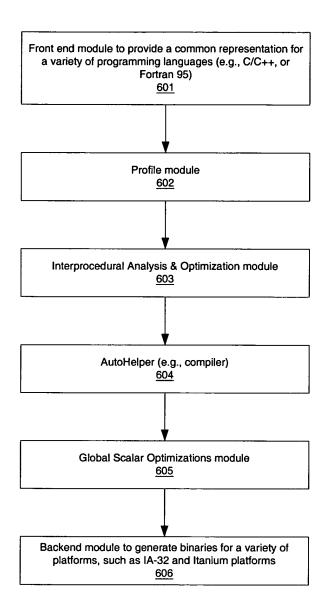


Fig. 6

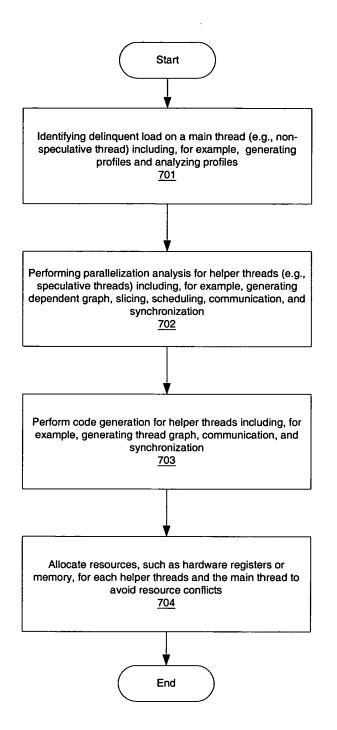


Fig. 7

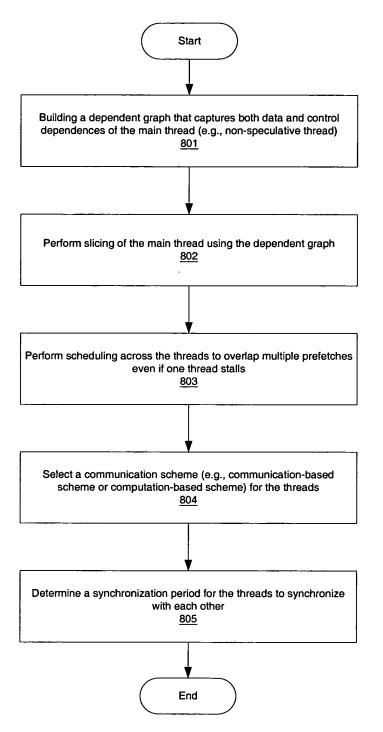


Fig. 8

```
void foo_main(LIST *p)
{ mc = X; M=1; _ssp_begin();
    _ssp_spawn_helper(... helper_foo, ...p...);
while (p!= NULL) {
    do_work1(p->data1, 10);
    do_work2(p->data2, 20);
    mc = mc + 1;
    if (mc > M*X) {
        M++; _ssp_post(helper_tid);
    }
    p= p->next;
}
_ssp_end();
} (II) Main thread code
Fig. 9B
```

```
T-entry foo_helper: captureprivate(p)
{ hc = 0; H = 1; local_p = p;
    while (local_p!= NUL:L) {
        non_faulting_load(local_p->data1);
        non_faulting_load(local_p->data2);
        hc = hc + 1;
        if (hc > H*X && hc > mc)
        { H++; _ssp_wait(main_tid); }
        else if (hc <= mc) {
            (hc, local_p, H) = catchup(mc, p, M)
        }
        local_p = local_p->next;
}
T-ret } (III) Helper thread code
```

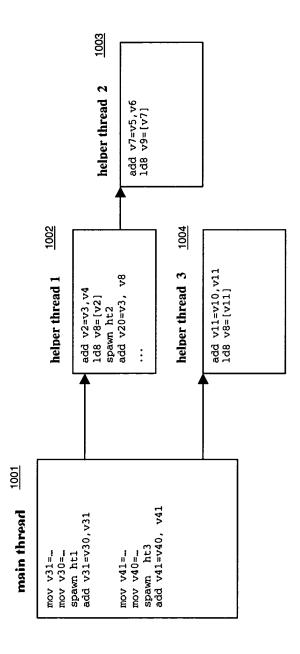


Fig. 10

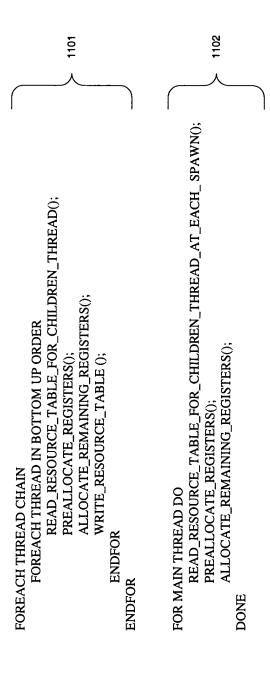
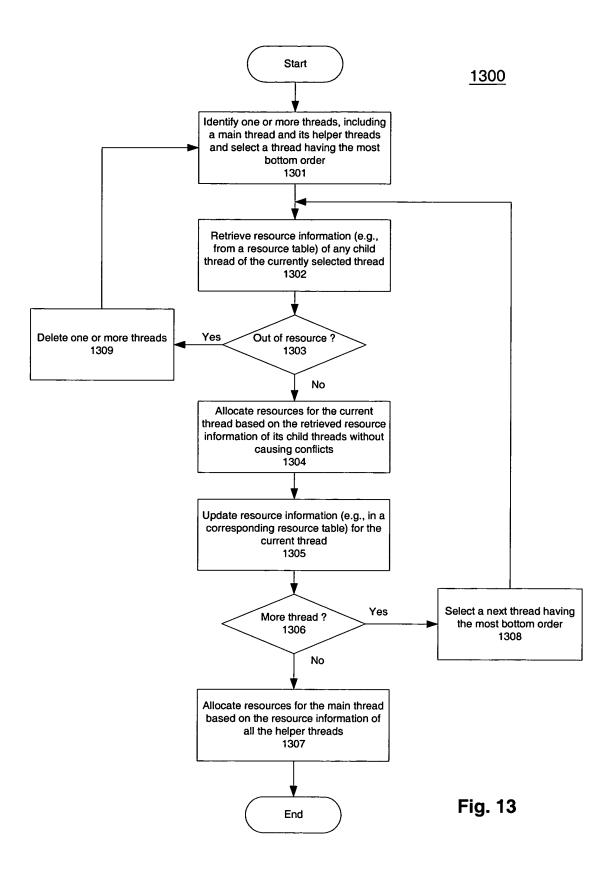


Fig. 11

<u>1200</u>

Thread ID 1201	Written Resources 1202	Live-in Resources 1203
Helper Thread 2	R4, R5	(V5, R2) (V6, R3)
Helper Thread 1	R2, R3, R4, R5, R8, R9	(V3, R6) (V4, R7)
Helper Thread 3		
Helper Thread n	•••	
Main Thread		

Fig. 12



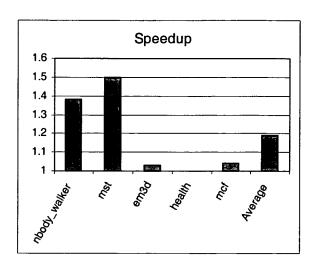


Fig. 14A

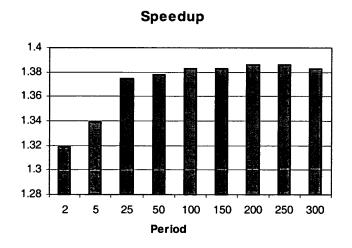


Fig. 14B

Speedup

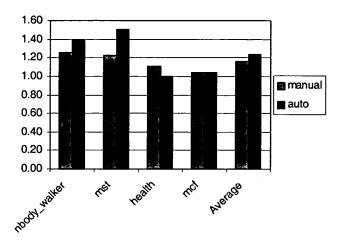


Fig. 14C

Speedup

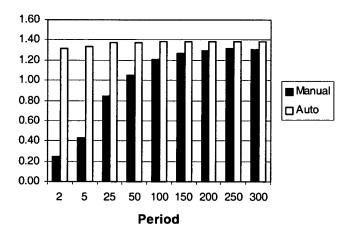


Fig. 14D